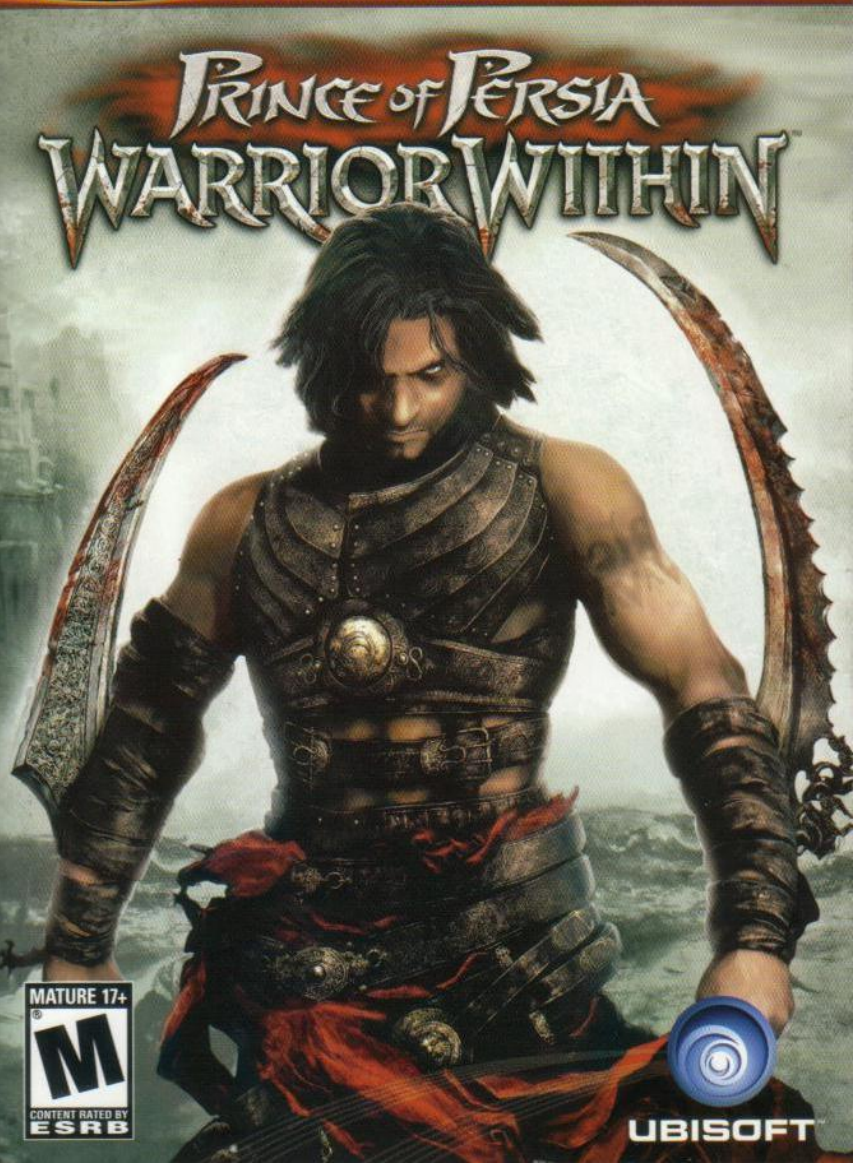
http://www.replacementdocs.com

XBOX

LIVE ONLINE ENABLED

Prince of Persia
Warrior Within



MATURE 17+
M
CONTENT RATED BY ESRB

UBISOFT

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms–children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Xbox Live™

Take *Prince of Persia®: Warrior Within™* Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time while you play.

Downloadable *Prince of Persia: Warrior Within* Content

If you are an Xbox *Live* subscriber, you can download the very latest content (such as new maps) to your Xbox console.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect.

Controls

Menu Controls

- Press ⊕ to browse or cycle through the different options.
- Press Ⓐ to select a button, go to the next screen, or change the current option.
- Within the submenu, press Ⓑ to return to the previous screen.

Game Controls

Ⓧ: Attack

Ⓐ: Action (jump, roll, eject)

Ⓨ: Secondary weapon (attack)

Ⓑ: Pick up weapon, throw weapon, climb down

Ⓛ: Rewind (hold); slow motion (tap)

Ⓡ: Special action (run on wall, push/pull, swing on bar, drink water); block (in combat)

●: Alternate view (landscape camera)

○: Look (first-person camera)

Ⓛ: Move the Prince

Ⓡ: Move the camera

▶: Pause/menu

◀: Map

The Story

Our story begins a few years after the conclusion of *Prince of Persia: The Sands of Time*™. The Prince has returned home to Babylon, to find himself hunted by a supernatural creature bent on his destruction. Forced to live a life on the run, he seeks counsel from the Old Man, who explains that his actions have spawned a creature known as the Dahaka. In saving the Sultan's palace from destruction, the Prince created a rift in the Timeline. The Dahaka intends to repair this problem – by ending his life.

The Prince quickly comes to realize that there's only one possible way to end his troubles: journey to the birthplace island of the Sands of Time, find a way to travel back into the past, and stop the Sands from being created. He sets sail for the island immediately...

Characters

The Prince



The Prince is a vastly different character from the one we met in *Prince of Persia: The Sands of Time*. His actions during the events of that game inadvertently unleashed the Dahaka: an invincible creature that has been stalking him relentlessly ever since. Pursued by this beast, unable to eat or sleep, the Prince has become a dark and callous shell of his former self. His fate has been written. He will die.

The Dahaka



Created by the Prince's disruption of the Timeline, this massive, mythical creature was created with a single purpose – ending the Prince's life as quickly as possible. The Dahaka is a monster too hideous even to imagine. As it approaches, the ground trembles and walls, earth, and unsuspecting bystanders are forever pulled into a gaping emptiness, never to return. It couldn't be clearer that this beast is not of this world.

The Empress of Time



While the Empress of Time is, by all outward appearances, a beautiful woman, she is certainly not human. Made eons ago by the Gods, she carries part of the Timeline within her, and as a result is incredibly powerful. She built the Castle of Time and the great army that defends it.

Shahdee



A trusted subordinate of the Empress of Time, Shahdee must ensure that the Prince doesn't reach the Island of Time. When she fails to prevent his arrival, she does everything in her power to destroy him, knowing that if the vengeful Empress sees that the Prince has survived, she will kill Shahdee.

Kaileena



Kaileena is in the Empress of Time's service. The Prince saves her from Shahdee, and to repay the debt, Kaileena assists the Prince, telling him how to access the Castle of Time's central chamber and prevent the creation of the Sands of Time.

The Old Man

Living in a tent somewhere deep in Babylon, this old mystic seems to be in touch with knowledge and understanding far deeper than any human should possess. While the Prince will only speak to the Old Man once (at the beginning of the game), his words and his wisdom will carry us through the Prince's entire adventure.

The Sandwraith

The Sandwraith is not so much an individual as it is an expression of an individual. An ancient artifact known as the "Mask of the Wraith" will turn anyone who wears it into a Sandwraith: a doppelganger that allows the same person to occupy two spaces in the same Timeline.

Legend says that when the Maharaja of India sought to gain the Sands of Time, he was forced to use this artifact to ensure his success, though what happened to the Mask since then has been lost to time...

Playing the Game

Create a New Profile

Profiles are used to store system settings and saved games for each unique user. Press A to select Create. You can use the default profile or create your own. Use L or ● to move among the letters on the virtual keyboard, and press A to select the letters. You can clear letters by pressing X. Once you are finished, select Create again and press A to create your profile.

Main Menu

Use L or ● to move among the following options; then press A to select. Press B to go back to the previous menu screen.



- **New Game:** Start a new game.
- **Load Game:** Resume a previously saved game.
- **Options:** Access the Options menu to adjust various settings.
- **Xbox *Live*:** Access the Xbox *Live* features.
- **Extra Features:** Access the bonuses and the credits.

Options Menu



At this screen, you can adjust various settings for the game.

- **Sounds:** Adjust the balance of music, voices, and sound effects.
- **Display:**
  - Tutorials: Turn tutorial messages On/Off.
  - Blood: Turn blood to sand On/Off.
- **Camera:**
  - Free Look: Choose between Normal and Inverted.
  - Rotation: Choose between Normal and Inverted.
  - Slow-Motion Camera: Determine how often slow motion occurs during fighting sequences. Choose from Never, Seldom, Normal, and Often.
- **Controls:** Turn vibration On/Off.

In-Game Menu



You can pause gameplay at any time by pressing ◉. This will bring up the following screen:

- **Continue:** Resume gameplay.
- **Options:** Access the Options menu to adjust various settings.
- **Map:** Access parts of the map you've already visited and view the prince's location and objectives.
- **Combo List:** Access the combo list and description.
- **Xbox *Live*:** Access the Xbox *Live* features.
- **Quit:** Quit your current game and return to the Main Menu.

In-Game Map



When playing, press ◉ to see the parts of the map you have already visited, as well as the Prince's location and objectives.

Saving



At specific points (water fountains) in the game you will be prompted to save your game.

Game Over

If the Prince dies in the course of gameplay, a screen will appear with the following options:

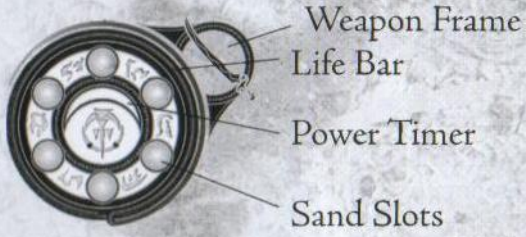
- **Retry:** Resume the game from the most recent checkpoint.
- **Quit:** Quit your current game and return to the Main Menu.

Loading



To continue a previously saved game, choose Load Game from the Main Menu.

Game Interface



Life Bar

Shows the Prince's current state of health. Hard falls, enemy attacks, and traps all cost the Prince life. If your life bar reaches empty, it's Game Over (unless, of course, you undo the mishap by rewinding...). Replenish the life bar by drinking water from a fountain or other sources.

Sand Slots

Shows how much sand the Prince has collected. Each rewind empties one sand slot. Each time you retrieve sand from enemies, it fills one slot.

Power Timer

Shows how much time is available to rewind. A full timer represents eight seconds.

Weapon Frame

The weapon frame appears only when the Prince picks up a secondary weapon. This frame shows the current state of the weapon. These weapons only sustain a certain number of hits before they break.

The Powers of Time

Thanks to the talisman Farah gave him at the end of *Prince of Persia: The Sands of Time*, the Prince can still control time. To use the powers of time, the Prince needs to have sand in the medallion.

After a given number of hits, the enemies will enter a weakened state in which they start leaking the sand contained in their bodies. The Prince can use any finishing attack at his disposal to kill them at this point. He can also continue to hit them with standard attacks, but it will take several hits to kill the enemies.

When an enemy is finished, the Sands of Time are released from his body. The Prince can move into the sand cloud to absorb it and gain additional sands for his time powers. Each sand cloud will fill one sand slot.

Time Travel

In special places called "warp rooms," the Prince can use his time powers to travel in the Timeline to a distant past or come back to the present. Laws of cause and effect can help him to progress in the present by altering the past.

Recall

By using this power, the Prince can rewind time to cancel any mistake or to avoid any attack. Once he has rewound, he can redo the actions he missed. The power timer displays how much time the Prince can rewind.

Pull and hold L to turn back time. When you reach safety, release L to resume play. Each rewind uses one sand slot.

Eye of the Storm

The Prince can slow down time as he continues to move at the same speed. This allows him to defy speed-limited traps and to fight his enemies while they are slow and helpless. Tap L to use the Eye of the Storm attack during a fight.

Breath of Fate

This power lets the Prince perform a strong ground attack that hurts several enemies simultaneously. Each time he uses this power, one sand slot is consumed. Pull and hold L while blocking with R.

Wind of Fate

This power lets the Prince perform an even stronger ground attack that hurts several enemies simultaneously. Each time he uses this power, two sand slots are consumed. This power requires more lead time than the Breath of Fate. Pull and hold L slightly longer than you did for the Breath of Fate while blocking with R.

Cyclone of Fate

This power lets the Prince do the strongest ground attack, hurting several enemies simultaneously. Each Cyclone consumes three sand slots. The Cyclone of Fate requires more lead time than the Breath or Wind of Fate. Pull and hold L slightly longer than you did for the Wind of Fate while blocking with R.

Ravages of Time

The Prince can do a light-speed attack that instantly kills most enemies. Each use of this power consumes two sand slots. Tap L while blocking with R.



Basic Moves

The Prince will automatically climb obstacles, roll, and jump over deadly pits. When near a wall, he can also perform a vertical or horizontal wall run and rebound from the wall to the opposite direction. He can chain together rebounds to climb up between two walls.

Environment

The Prince can interact with all the elements around him:

- **Ledges:** Climb, drop, lean, and rebound.
- **Ladders:** Climb and rebound.
- **Columns:** Climb, rotate, and rebound.
- **Poles:** Lean, drop, swing, and rebound.
- **Beams:** Move, drop, and jump.
- **Curtains:** Slide down, rebound.
- **Ropes:** Climb, swing, rebound, and wall run.

The Prince can also perform attacks on these elements.

Mechanisms

The Prince can interact with mechanical elements around him:

- **Boxes:** Push and pull boxes to block enemy attacks.
- **Hanging levers:** Use the hanging levers to activate machines.
- **Pressure plates:** Step on pressure plates to activate certain mechanisms for a short amount of time.
- **Pressure levers:** These levers descend as the Prince

hangs onto them and rise again after he drops.

- **Rotating levers:** Use these in different ways, depending on the direction in which they point.



As a master warrior, the Prince can perform a great variety of advanced and deadly fighting techniques. He can take advantage of the environment around him (ladder, pillars, walls...), grab enemies, take their weapons, and throw them or use them as secondary weapons.

The Prince can use his superior agility to gain the upper hand on his enemies. For each action, a choice of several new actions is offered. In this way, you can create custom combo chains throughout the fight and develop a signature fighting style.

Boosting

The Prince is able to step on his enemies and jump over them. From there he can grab them, attack them, or rebound into the air.

Grabbing

When his left hand is free, the Prince can grab and hold his enemies. From there he can project them, attack them, or rebound into the air. He can also use his enemies as human shields.

Aerials

While in the air, the Prince can attack and grab his enemies. He can also rebound from walls to attack them with even more force.

Combos

You can trigger several combos by entering the right button configuration.

Single-Weapon Techniques

Right hand

Single Slash	X
Double Slash	X+X
Triple Slash	X+X+X
Furious Slash	X+X+X+X
Asha's Fury (enemy on ground)	X
Right Sword Charge Attack	X (only effective with specific swords)

Left hand

Grab	Y
Human Shield (hold)	Y
Grab to Boosting	Y+A
Grab Slice	Y+X
Grab Throw	Y+Y
Strangulation	Y+B (repeatedly)
Steal Weapon Kill	Y+B (enemy is weak)

Acrobatics

Rebound from Enemy	(toward enemy) A
Aerial Slash	(toward enemy) A+X
Landing Slice	(toward enemy) A+X+X
Aerial Kick Attack	(toward enemy) A+Y
Landing Kick Sweep	(toward enemy) A+Y+Y
Aerial Backslash	(toward enemy) A+B
Landing Steal Weapon	(toward enemy) A+B+B

Others

Block	(hold) R
Counter Attack	(hold) R+X
Counter Kick	(hold) R+Y
Pick Up Weapon	(hold) R+B

Double-Weapon Techniques

Right hand

Orontes' Grudge	X+Y
Zaroaster's Ire	X+Y+Y
Ptolemaio's Anger	X+X+Y
Wrath of Cyrus	X+X+Y+Y
Rage of Darius	X+X+Y+Y+Y
Azad's Retaliation	X+X+Y+X+X
Azad's Furious Retaliation	X+X+Y+Y+X+X
Ahriman's Revenge	X+X+X+Y
Mithra's Vengeance	X+X+X+Y+Y

Left hand

Breeze of Anguish	Y
Blast of Sorrow	Y+Y
Misery Gale	Y+Y+Y
Whirlwind of Pain	Y+X
Oblivion Twister	Y+X+X
Furious Oblivion Twister	Y+X+X+X
Plague Tornado	Y+X+X+Y
Harassing Cyclone	Y+X+X+Y+Y
Storm of Remorse	Y+Y+X
Tempest of Agony	Y+Y+X+X
Furious Tempest of Agony	Y+Y+X+X+X
Hurricane of Penitence	Y+Y+X+X+Y
Tormenting Typhoon	Y+Y+X+X+Y+Y

Acrobatics

Aerial Weapon Throw	(toward enemy) Y+B

Other

Weapon Throw	B
Charge Weapon Throw	(hold) B

Movement Techniques

Jump	A
Jump Slash	A+X
Jump Kick	A+Y
Roll	(direction) A
Roll Pierce Attack	(direction) A+X
Escape Roll	(lying on the ground) A
Stand Up Attack	(lying on the ground) X
Stand Up Spinwheel	(lying on the ground) Y
Wall Dive Attack	(toward wall run) X
Wall Spinkick	(toward wall run) Y
Angel Drop	(vertical wall run) X
Angel Drop Finish	(vertical wall run) X+X
Bladewhirl Attack	(vertical wall run) Y
Column Shredder	(toward column) X
Column Spinkick	(toward column) Y

Time Powers

Recall	(hold) L
Eye of the Storm	(tap) L
Breath of Fate	(hold) L while blocking
Wind of Fate	(hold) L while blocking
Cyclone of Fate	(hold) L while blocking
Ravages of Time	(tap) L while blocking

Weapons

The Prince can use a vast array of deadly weapons, split into four main classes. Each class generates a different experience, as it forces the Prince to use a different fighting strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific rate of attack, and deals different amounts of damage. Additionally, each class has a unique special attack.

Here are the most common weapons the Prince will find during his journey:

- **Primary weapons:** Swords.
- **Secondary weapons:** Swords – well balanced.
- **Secondary weapons:** Axes – heavier damage, low speed.
- **Secondary weapons:** Maces – grounding on strong attacks.
- **Secondary weapons:** Daggers – short reach, high speed.

The Prince can find and use a huge number of secondary weapons during the game. They are all consumable, and they all have different attributes (strength, speed, and combo). You will have to find all of them to finish the game.

Special Items

Sands of Time

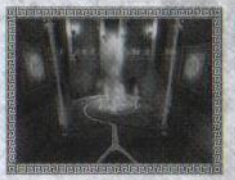
The sand clouds allow the Prince to use his time powers: rewind, slow motion, and special time attacks. He can find the sand clouds mainly by killing enemies, but it is also possible to find some in breakable objects. Each sand cloud will fill one of the Prince's empty sand slots.

Water Is Life



Drinking water from a fountain or other source will restore a wounded Prince to health. Pull and hold R to drink as much as you need until your life bar is fully replenished.

Warp Rooms



These rooms not only allow the Prince to travel from the present to the past (and vice versa) but also allow him to gain new time powers and sand slots.

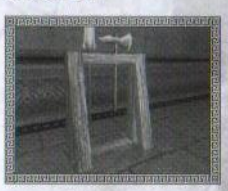
Upgrade Pedestal



The Prince can also gain some life by completing a corridor full of traps.

Breakable Objects

Throughout the game the Prince will come across objects that he can destroy. Doing so, he might discover hidden rewards:



Weapon racks: The Prince can find new weapons.



Artwork chests: These unlock sections of the artwork gallery.

Xbox *Live* Features

Time Attack Mode

In this mode you will race against the clock as you try to complete the maps as quickly as possible. You must reach each checkpoint before the timer expires. Passing a checkpoint adds a predetermined amount of time to the timer. The Time Attack clock is affected by the Sands of Time when activated (rewind, slow down, fast-forward).

Arena Survival Mode

This mode will pit you against waves of enemies in specially designed arena rooms. You will have to defeat a predetermined number of monsters per round, depending on where you are on the map. The time limit for each round will be reset once every enemy has been destroyed.

Scoreboards

For both game modes, you will be given a score and ranking based on your performance. The scoreboards list the top players on the network on a per-map basis, so you can compare your performance with other players.

Friends List

Prince of Persia: Warrior Within supports the Xbox *Live* Friends List set of tools.

Hints and Tips

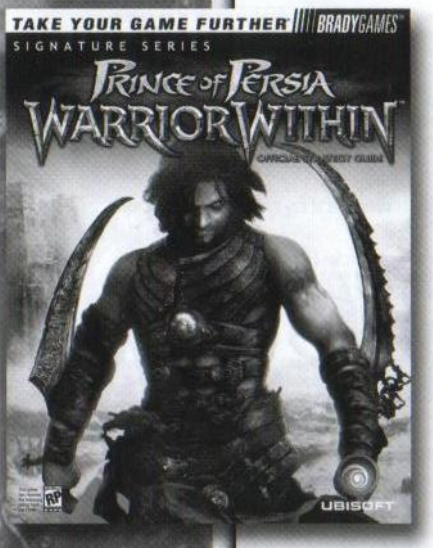
- Don't forget to block! When fighting, pull and hold R to protect the Prince from most enemy blows.
- During combat, don't just stand in one place! Use the Prince's acrobatic abilities to stay on the move and take advantage of his surroundings: walls, pillars, ladders, etc.
- Sword upgrades are available as you progress.
- Don't forget to rewind!
- Take advantage of slow motion to help you fight and to avoid traps.
- Use the first-person camera to look around and the landscape camera to get the big picture of where you are.
- Don't fight your enemies one by one. If you're surrounded, a more effective tactic is to divide your attacks among them in quick succession, using the Prince's superior agility to your advantage.
- Always remember to pick up dead enemies' weapons.
- Don't forget to break destructible objects – you may discover hidden rewards.

Prince of Persia®: Warrior Within™
Proof of Purchase

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Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com/.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com/.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST). While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

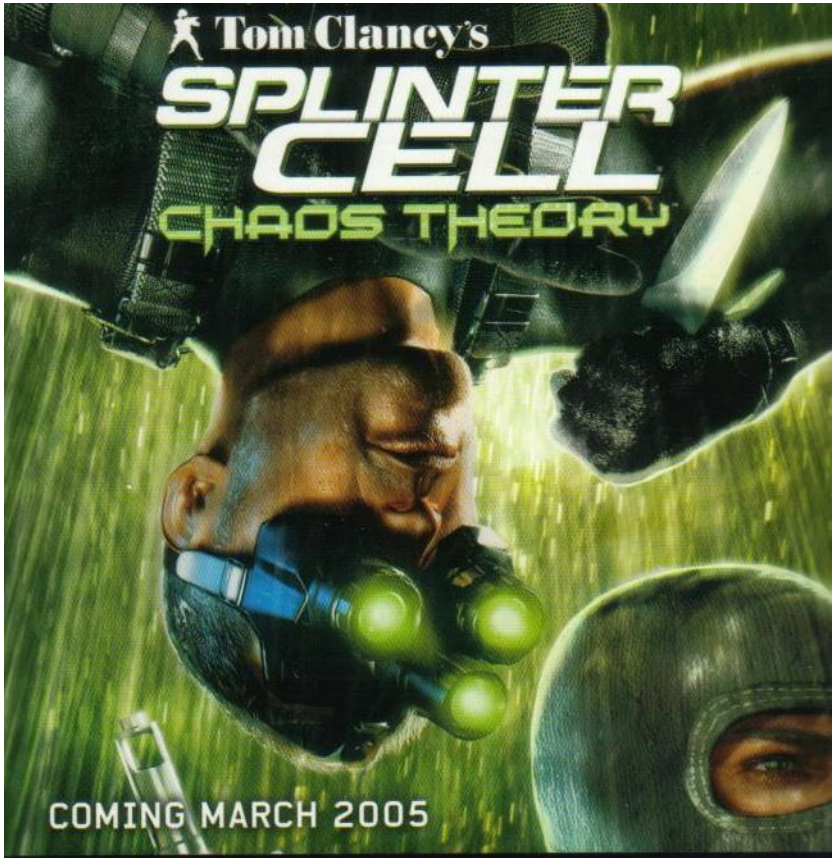
If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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